```
ec::InputListener
            # m eventCallbacks
            # m enabled
            + ~InputListener()
Input
            + inform()
            + enable()
            + isEnabled()
            + addCallback()
            + removeCallback()
            + removeCallbacksOfType()
            + removeAllCallbacks()
            + isCallbackRegistered()
            # InputListener()
            # processEvent()
    agui::OpenGLInput
    + OpenGLInput()
     + ~OpenGLInput()
    + getTime()
    # processEvent()
```